

Software Design Document —————

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1 Introduction

1.1 Purpose

Identify the purpose of this SDD and its intended audience. (e.g. This software design document describes the architecture and system design of XX.).

1.2 Scope

Provide a description and scope of the software and explain the goals, objectives and benefits of your project. This will provide the basis for the brief description of your product.

1.3 Definitions, Acronyms, Abbreviations

Provide definitions of all terms, acronyms, and abbreviations that might exist to properly interpret the SDD. These definitions should be items used in the SDD that are most likely not known to the audience.

Term	Definition
Software Design Document (SDD)	Used as the primary medium for communicating software design information.
Design Entity	An element of a design that is structurally and functionally distinct from other elements.

1.4 Overview of Document

Provide an overview of this document and its organization.

2 System Overview and Architecture

2.1 Overview

Give a general description of the functionality, context and design of your project. Provide any background information if necessary.

2.2 Architecture Design

Develop a modular program structure and explain the relationships between the modules to achieve the complete functionality of the system. Identify each high level subsystem and the roles or responsibilities assigned to it. Describe how these subsystems collaborate with each other in order to achieve the the desired functionality. Dont go into too much detail about the individual subsystems. The main purpose is to gain a general understanding of how and why the system was decomposed, and how the individual parts work together. Provide a diagram showing the major subsystems and data repositories and their inter-connections. Describe the diagram as well.

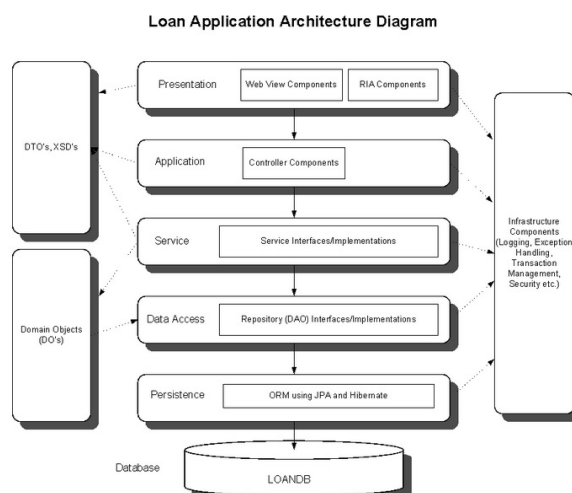


Figure 1: Architectural Design

3 Decomposition Description

In this section for a functional description, put top-level data flow diagram (DFD). For an OO description, put object diagrams and sequence diagrams. Supplement with text as needed.

3.1 Class Diagram

3.2 Sequence Diagrams

3.3 Data flow diagram

3.4 Database Design

4 Human Interface Design

4.1 Overview of User Interface

Describe the functionality of the system from the users perspective. Explain how the user will be able to use your system to complete all the expected features and the feedback information that will be displayed for the user

4.2 Screen Images

Display screenshots showing the interface from the users perspective. These can be handdrawn or you can use an automated drawing tool. Just make them as accurate as possible. (Graph paper works well.)

5 Requirements Traceability

Provide a cross reference that traces components and data structures to the requirements. Use a tabular format to show which system components satisfy each of the functional requirements from the SRS. Refer to the functional requirements by the numbers/codes that you gave them in the SRS.

6 References